

Meeting Agenda

Location: Hubben

Date: 29/3 2012

Time: 11:10 - 12:00

Facilitator: *Andreas Karlberg*

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)
Decide which roles in the project we all have and determine so everyone knows what to do.
Discuss what we've planned to do on the vacation, if we should work independently or meet up and work together.
2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).
No problems to report.
3. Reports (15 min)
We're done with the Use Case's of Cannon, Bullet and falling blocks. The High Score list is also finished, for instance it contains a list of players. Cannon and Bullet are more or less complete.
4. From previous meetings, solved issues, e. t. c.
We've talked about our individual goals and the goal with the project as group.
5. Discussion items (35 min)

Roles and what to do

Jonathan: Menu System.

Design tetris logo, the choices in the menu, intro, animations.

Andreas: Sound class,

Sound Effects when you shoot, when the blocks blow up. Create a Sound class, method ShootSound(), BackgroundMusic() etc.

Linus: Continues with the model and starts implementing the network settings, Settings class, update RAD. Collaborates with Magnus.

Magnus: Continues with the Tetris blocks and collaborates with Linus.

6. Outcomes and assignments (5 min)
See 5
7. Wrap up
 - a. NA
 - b. Next meeting will take place 4/4 2012